For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

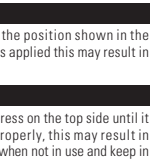
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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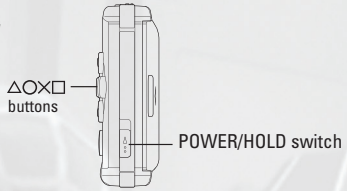
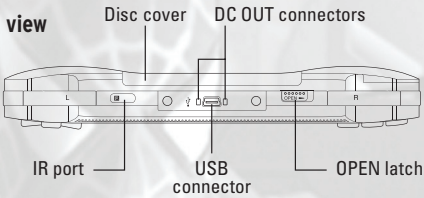
GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Spider-Man™: Friend or Foe* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

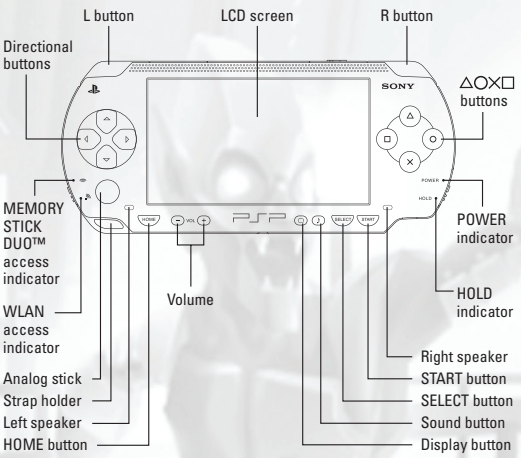
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



INTRODUCTION

Just when Spider-Man™ thought it was safe to take a little break, he's summoned by the famous Colonel Nick Fury of S.H.I.E.L.D. Fury has had his eye on Spider-Man for quite some time, and now he's being recruited to help take on a world wide threat, unlike anything he's ever seen before. Spider-Man will journey to the far corners of the earth, teaming up with a host of Super Hero™ friends and some of his most famous foes, to ultimately bring down an evil mastermind, who threatens to change their world forever.

BASIC CONTROLS

Directional buttons/ Analog Stick	Movement
□ button	Quick attack for less damage. Press and hold for defensive superpower.
△ button	Strong or range attack (depending on the character class). Press and hold for an offensive superpower.
✕ button	Jump, hold for web swing
○ button	Grab/activate switch
L button/R button	Swap characters
START	Pause game

NAVIGATING THE MENUS

Main Menu

The *Spider-Man*™: *Friend or Foe* Main Menu is where you can choose to start a new game, load a previous saved game, play Co-op mode, and view the game Credits.

Pause Menu

Press **START** to access the Pause menu while playing Single Player or if you're the Host of a Co-op game. From the Pause menu you can exit to the Helicarrier. If you are the Guest of a co-op game, you can exit Co-op mode.

The S.H.I.E.L.D. Helicarrier

The S.H.I.E.L.D. Helicarrier is the hub of the game. From inside the Helicarrier you can continue Story mode, change character sidekicks, play mini-games, change options, view cool bonus unlockables, and visit the Web Shop to upgrade your characters.

Continue Story

Select this option in the Helicarrier to continue the Story mode of *Spider-Man*™: *Friend or Foe*.

Map Navigation
Levels can only be accessed once the game has been completed. Once a level is accessed and has been completed in Story mode, it becomes available in the Level Select option of the Helicarrier. Scroll through levels using the ⬅ and ➡ directional buttons. Press the ✕ button to select a level and the ○ button to go back to the Helicarrier Main Menu.

Web Shop
Enter the Web Shop to upgrade Spider-Man™ and all of his sidekicks. Use tokens to purchase more health, energy, super powers, extras and mini-games.

Log
The Log keeps all of your unlockable items like Concept Art and Movies. In this section you can also learn helpful game hints and combo moves.

Mini-Games
You can play all of the mini-games in this area. Test your skills on mini-games of survival and collection.

Options
The Options menu console is located in the Helicarrier. This menu allows you to adjust audio options like sound effects and music volume as well as change the Auto Save option.

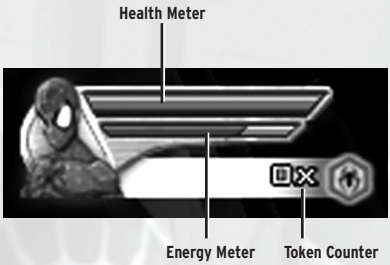
GAME MODES

Spider-Man™: *Friend or Foe* features two modes of play: Single Player Story and Co-op Story.

Single Player Story Mode
In Single Player Story mode, you have the option to play as either Spider-Man or his sidekick. When in Single Player mode the second on-screen character will be controlled by AI. To switch between characters at any time, press the **L** or **R** button.

Co-op Story Mode
In Co-op Story mode two players can join in the fun. Team up with friends to fight the forces of evil by selecting Co-op from the Main Menu. You can host a new game, host an existing game, or join a game from another PSP™ system.

HEADS-UP DISPLAY (HUD)



The HUD gives you easy access to your character information.

Health Meter – This red meter beside the character icon shows how much health your character has.

Energy Meter – Energy allows your character to perform super powers. This silver and gold meter shows how much energy your character has.

Tokens – Tokens are dropped by defeated enemies and found inside objects. The number of tokens collected by each character is displayed at the top left-hand side of the screen.

BASIC COMBAT

Spider-Man™ will start the game with his basic attacks, one defensive superpower and one offensive superpower. Spider-Man's superpowers can be upgraded with tokens in the Upgrade menu.

Sidekick characters will also start with their basic attacks and two superpowers. All sidekicks can be upgraded by using tokens in the Upgrade menu. Sidekick superpowers are upgraded in the Web Shop at the same time as Spider–Man.

Combos

Spider-Man has numerous combination moves he can do by combining quick attack and strong attack buttons. Try various 3-button attack combos for powerful melee attacks. Spider-Man's acrobatic abilities allow him to do amazing flips, jumps and aerial attacks.

Swinging
Spider-Man™ can web swing by holding down the jump button. Swinging can be used for both locomotion or as a devastating attack.

Grappling and Throwing
Most enemies and objects can be held, grabbed or thrown by Spider-Man and his sidekicks. To grab an object or enemy press the **Grab** (○) button when next to it. To throw, press the **Grab** or **Attack** button again.

Boss Battles
Throughout his adventure, Spider-Man will run into a host of some of his most notorious enemies. These battles require a bit of strategy and careful thought to defeat the Super Villains.™ Once defeated, these Super Villains will be persuaded to join Spider-Man and will become part of your playable sidekick roster.

COLLECTIBLES

Throughout the game you'll collect a variety of tokens and Special Objects. Some Special Objects are dropped by enemies, some are inside objects and others are hidden—so explore every area carefully!

Tokens are dropped from defeated enemies and objects. They're the game currency and can be used to purchase upgrades and power-ups. They're also used to purchase items from the Web Shop.

Bronze Tokens = 1
Silver Tokens = 5
Gold Tokens = 10

Red and Yellow Orbs – These are health and energy refills. Red orbs replenish 20 health and yellow orbs replenish 20 energy.

Health and Energy Upgrades – Finding these during gameplay will permanently increase your maximum health and energy reserves. Health upgrades increase the maximum health reserve by one unit. Energy upgrades increase the maximum energy reserve by one unit.

NOTES

Written by Brian Reed
Music Composed by James Venable
Additional Music by Mike Reagan

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